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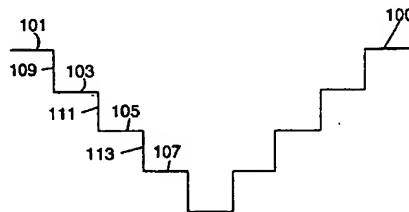
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(54) Title: METHOD OF AND SCALING UNIT FOR SCALING A THREE-DIMENSIONAL MODEL AND DISPLAY APPARATUS



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(57) Abstract: A method of scaling a three-dimensional model (100) into a scaled three-dimensional model (108) in a dimension which is related with depth which method is based on properties of human visual perception. The method is based on discrimination or distinguishing between relevant parts of the information represented by the three-dimensional model for which the human visual perception is sensitive and in irrelevant parts of the information represented by the three-dimensional model for which the human visual perception is insensitive. Properties of the human visual perception are e.g. sensitivity to a discontinuity in a signal representing depth and sensitivity to a difference of luminance values between neighboring pixels of a two-dimensional view of the three-dimensional model.

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